









SAL INSTITUTE OF TECHNOLOGY & ENGINEERING RESEARCH AND

SAL ENGINEERING AND TECHNICAL INSTITUTE

Department of Computer Engineering

Workshop

On

"Orientation session for all students & faculties of Institute by Innovation Ambassador"

19thMarch, 2021

Director: Dr. Rupesh Vasani

Principal: Prof. P M Raval

Head of Department: Prof. Sudha Patel

Speaker: Mr. Karmjitsinh Bihola

Coordinator: Prof. Janki Patel

Date: 19/3/2021

Venue: Sal Engineering and Technical Institute

Mode of Workshop: Online – Google meet

Title of Workshop: Innovation

No. of students Participated: 101.

No. of faculties Participated: 8

No. of external Participated (if any): Nil

Objective:

To know what is innovation and to learn the process of innovating a product to startup level and to gain knowledge of different markets and knows to basic pillar (key points/steps) about building a startup from 0 (ground/scratch).

Benefits in Terms of Learning, Skills & Knowledge:

The process of innovation is not understood by many students this workshop helped the people to gain that knowledge.

Students with/without minimal skills can do innovation.

The difference between innovation and Idea was clarified.

Gives more clear approach (thoughtfulness) about how to start thinking innovatively.

About the Event:

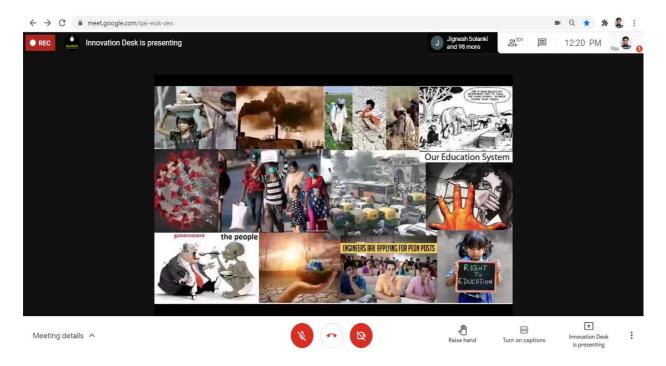
Department of Computer Engineering of SAL Engineering & Technical Institute have organized a Workshop on "Innovation" for the Students and faculties. This workshop was organized to make students aware about how to design "Innovation Process".

Highlights of the Workshop:

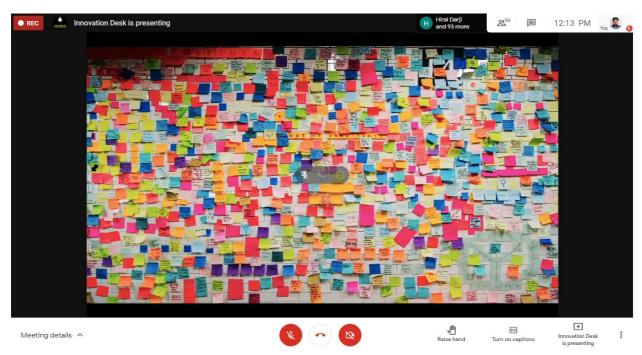
The Webinar was scheduled on 19th of March 2021 for (B.E.) Computer Engineering Department students. The medium for this session was the Online due to the COVID-19 circumstances. Around 101 Students joined for this session on Google meet over the link. The Webinar was conducted by Mr. Karmjitsinh Bihola at 12:00 noon

The students who actively participated in this presentation session were more than 101 in number and got knowledge about Innovation. The feedback from the students was overwhelming when they came to knew about this information.

♣ Total Attendees.

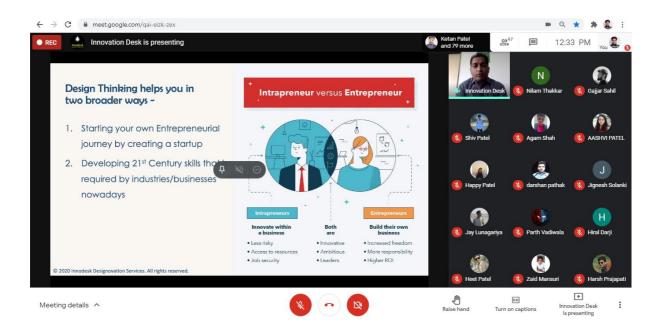


Design Enginerring Canvas



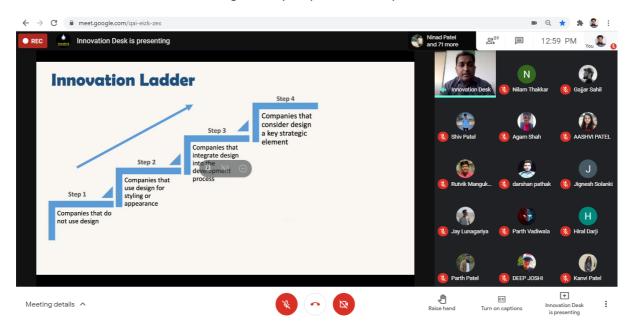
Skills needed to harvest to innovate a startup/ successful product.



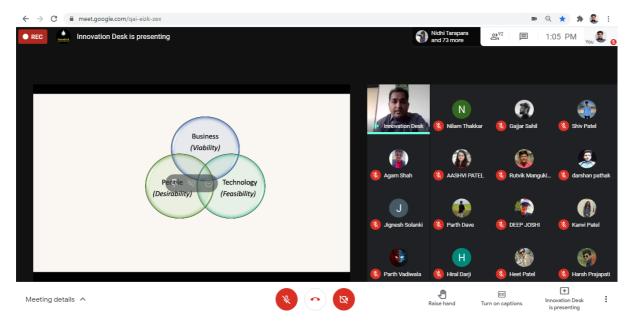


Some of the most important slides are as follow:

♣ Innovation Ladder describing the step required for the process of innovation.



The slides displaying the connection between Startup, Idea and Entraprenurship.



Total 101 Students and faculties have participated & Furthered from this workshop by online mode of Google meet.

At the end of the session Speaker had given some Examples of Design innovation of multinational companies like Google, P&G, TATA, AT&T, Tesla, Apple.

He also mentioned where we can find this company's design innovation sheets for reference.

Report Prepared By:

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